

EMPLOYMENT HISTORY

Motion Designer

Noice

May 2024 - February 2025 | Remotely

- Created, edited and animated majority of motion assets across the company, for social, marketing and paid channels.
- Maintained ownership of the brand language and pushed it further, designing still and motion projects.
- Pivotal part in various campaigns that included running a live-stream and designing websites.
- Created an automated system that delivered individualised videos and images to thousands of creators. Using the same system, created a yearly recap campaign that gave tens of thousands of users their track history stats in a well designed manner.

Senior Producer

Metafy

May 2022 - October 2023 | Copenhagen, Denmark

- GamerzClass acquisition by Metafy (USA) continued my role responsibilities (see below) and expanded on them.
- Became a leading expert on mentoring all hired editors on their visual work, supervising, giving feedback and providing the right tools to achieve high quality on-brand content.
- Exponentially grew expertise in motion graphics, 3D work and Essential Graphics.

Video Producer

GamerzClass

July 2020 - April 2022 | Copenhagen, Denmark

- As a pivotal part of a team, I have worked on creating educational content in competitive e-sports. Editing masterclasses, ranging up to 10 hours long, using 3D and motion graphics to assist the content and create a more engaging experience.
- Worked on creating social media content, teasers, trailers, and often very successful memes.
- Sole driving force behind developing Premiere Pro Essential Graphics, which allowed many on-site and remote freelance editors to use the company's designed motion graphics in exceptionally fast and visually consistent manner.
- Developed a great deal of experience and often led on-site productions, working on lighting, staging, camera work.

Mantas Beginskas

Media Production Specialist

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PROFILE

Innovative post-production generalist with a keen eye for storytelling and a passion for creating dynamic visual experiences. Proficient in industry-leading software, adept at crafting engaging narratives, and dedicated to delivering high-quality content under tight deadlines. Excited to leverage creativity and technical skills to bring impactful video projects to life.

SKILLS

- ★★★★★ Adobe Photoshop
- ★★★★☆ DaVinci Resolve
- ★★★★★ Adobe After Effects
- ★★★★★ Adobe Premiere Pro
- ★★★☆☆ Illustrator
- ★★★★★ Blender
- ★★★★☆ Adobe Creative Suite
- ★★★★☆ Figma
- ★★★★☆ Notion
- ★★★☆☆ Make

Video Editor

Freelance

May 2015 - June 2020 | Lithuania

- Worked on a plethora of projects, including short films, advertising, social media content, educational projects.
- Skills involved video editing, creative, visually stunning and efficient storytelling, handling of high quality footage, 3D and motion graphics creation and integration.

BIOGRAPHY

I have sought creativity in film and video media since childhood. At the age of 12, I acquired my first photo editing software, and a few years later, my first digital audio workstation. Over time, photo manipulation evolved into animation and graphics, eventually complemented by my experience in music production. As I delved into understanding the intricacies of sound and visuals in film, I enrolled in film studies at a university in London. This experience provided me with a profound understanding of storytelling and how to adapt my skill set to effectively convey narratives.

HOBBIES

Video games, volleyball, snowboarding, attempts at being a cook.

PERSONAL ACHIEVEMENT

Over a 4 year period, I carried out a personal series of works entitled "Project A Day". The purpose was to practice creativity, ability and efficiency in 3D effects, 3D design and motion graphics.

I love to have my work speak for me, so please visit and enjoy:
mantasbeginskas.com/project-a-day

EDUCATION

Film B.A.

Middlesex University

📅 September 2013 - June 2016

📍 London, UK

Included practical and theoretical learning on writing film, adapting screenplay to screen, technical aspects of production, post-production and distribution.

REFERENCES

Chris Sellars-Meadmore, Creative Marketing Lead from Noice
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Adam Hegedus, Creative Team Lead from Metafy
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